

I tested tunnel motion because I believe this will reduce the VR sickness for the user, help them have a better experience and be able to connect with VR in the long tim. However my VR headset doesn't work to know if it can succeed. This movement responded to the exercise's requirement because it was not basic steam VR teleportation. The two types of interactions I use are linear drive and throwable. Linear drive is used for doors and drawers. Throwable is used for the ball. The menu interaction shows information to interact with the object when a button is clicked.